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(71)Applicant : KONAMI CO LTD

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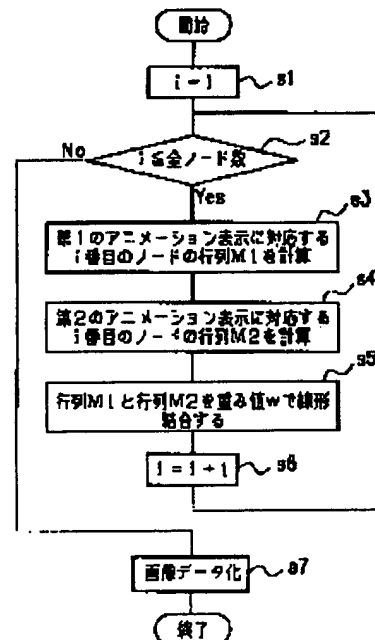
(72)Inventor : HIRATA TAKAMITSU

(54) METHOD FOR DISPLAYING ANIMATION IN VIDEO GAME, VIDEO GAME DEVICE USING THE SAME AND MEDIUM READABLE BY COMPUTER IN WHICH ANIMATION DISPLAY PROGRAM IN VIDEO GAME IS RECORDED

(57)Abstract:

PROBLEM TO BE SOLVED: To provide a method to make animation formed by synthesizing plural pieces of animation possible to be generated and displayed clearly and in real time, a video game device using the method and a medium readable by computer in which an animation display program is recorded.

SOLUTION: Display by synthesizing first and second animation display is performed by calculating a relative transformation matrix of nodes to constitute an image corresponding to the first animation display of a character (s3), calculating a relative transformation matrix of nodes to constitute an image corresponding to the second animation display of the character (s4), linearly coupling these relative transformation matrixes by a preset weight value (s5) and repeating processes for all nodes.



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